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Level 280

Survival Difficulty: Class Habitable

- »□Very Safe and Secure
- »□Rainy Day
- »□Friendly and Helpful Entities

Level 280 or "Rainy Forest" is the 281th level of the backrooms. It is one of the safest and best levels and exits to get to the The Frontrooms.

One of the images of the sky on this level.

Description

Level 280 also known as "Rainy Forest" is a forest spanding a far as the eye can see. Wanders will start in a cabin right in the middle of the level and a faceling entity will give them a button that can teleport them back to the cabin. The grass and trees on this level are bright green and the sky is a grey color. The rain on this level is almond water, so in a sense this level produces infinite almond water. On the ground around some trees will be blankets of any color, on these blankets will be 2 pillows and 1 to 2 laptops and some food. This food restocks from an unknown source every 2 hours. This level also follows the normal day and night cycle, along with this any clocks that are on this level will show the same time that is from the frontrooms.

The Wi-Fi on this level is almost always working, sometimes it may cut out but most of the time it is on. The Wi-Fi password on this level "r4iny", and when you enter this level all your devices automaticity connect to the levels Wi-Fi. The Wi-Fi on this level can also connect to The Frontrooms, through unknown means. This also means the level has tons of apps you can download, and each of these apps have big communities of people.

A photo outside the cabin.

All the almond water that falls from the sky, glows a vibrant blue color. Because of the almond water that seems to stick to the trees, much of the almond water on this level is really fresh. Since it is a infinite source of almond water, this cycle continues, forever. It can never be effected, and due to this this level is extremely great for setting up outposts or just chilling for the rest of your days in the backrooms, before you finally say goodbye, or you decide to explore the more of this hellscape we call the backrooms. The almond water on this level is also the reason that the level stays a nice cool, 73°F, or 22.7778°C.

The Cabin

Inside the cabin that the wander spawns in upon entering the level. The cabin is a in the very center of the level. There will see a waiting area with tons of computers and TV's situated around the cabin with a bunch of chairs around. There is also a fireplace warming up the entire cabin. Also around this cabin are resources for building bases outside of the cabin. The main desk has a faceling standing at it, wanders are recommended to go to this faceling to get the button so they don't get lost in the forest.

Waterfalls

Around the level a wander has a random chance of stumbling upon a waterfall. These waterfalls usually have tons of almond water so these places are a great place to find if you looking to get almond water quicker. On the ground around most waterfalls you will find usually will have blankets with pillows and laptops on them but sometimes nothing will be there besides the calming sensation of the water coming down from the waterfall.

A photo of a waterfall on the level.

The Rivers

Rivers appear all over the level and are sometimes direct paths to waterfalls. The rivers are filled with almond water, and the almond is fresh, this also means that rivers are fairly usually for stocking up on almond water. On some rivers you can find bridges that lead across them. These bridges are usually made of wood, stone, or brick, and are warm to the touch. Along these rivers you may find randoms boxes, that have a lot of supplies.

Events

Heavy Rain

Sometimes on the level heavy rain will start happening. This even is completely harmless, unless a wander doesn't like it. Also during this even wanders will automatically be given a umbrella in case a wander doesn't want to be hit by the heavy rain. Also during this event a bunch of rafts will appear in rivers a will float around. Other then that, this event usually happens 6-7 times a month.

Entities

There are 4 entities that many people will know of that inhabit this level.

- Facelings (Under The Level 11 Effect)
- Hounds (Under The Level 11 Effect)
- Frowners
- Tranquility Birds

There is 1 exclusive entity to this level, know as Coras which are dog like enitites. These creatures have a body completely made of sand, legs made of water, and its tail, touge, and ears made of seaweed. These entities are super helpful companions if you tame them, and you can tame them through giving them a seashell, which can be found around this level. Most of the Coras on this level live near rivers or waterfalls. The only thing that coras eat are seashells, and they drink water, they also very rarely need to eat, and usually only eat 3-4 times a month.

A artist recreation of a Cora.

Outposts

M.E.G Base Zeta

- Friendly
- Open To Trade
- Around 150 Members

The Chill Ones

- Friendly
- Open To Trade
- Anyone Can Join
- Around 5300 Members

The Water Collectors

- Collects Almond Water
- Trades Almond Water
- Around 130 Members

Entrances and Exits

Entrances

1. Nocliping through a window with rain falling behind it on Level 1111
2. Having a rating of 100+ on Level 909
3. Nocliping through a really deep lake on Level 280.777
4. Walking deep into The

Crimson Forest will send you here

Exits

1. Nocliping into a waterfall as a 50% chance to send you to The Frontrooms and a 50% chance to send you to a safe level.
2. Walking on a board path will lead you to The Crimson Forest.
3. Nocliping through the rain has a 99.9% chance to send back to the cabin on this level, and a 0.1 chance of going to Level 280.777

A path leading to The Crimson Forest.

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